Schools face tightening budgets and struggle to acquire classroom technologies to support growing demands for Science, Technology, Engineering, and Math (STEM).

In line with the "Maker" movement, FLOSS Desktops for Kids enables authentic learning in technology and engineering through hands-on projects utilizing freely available tools.

Once completed, students take their computers home... "for keeps."

Benefits
Shifts learner engagement from users or even consumers of technology, to creators in technology

Aligns with International Society for Technology in Education (ISTE) standards.

Hands-on, self-paced projects provide genuine learning experiences for learners.

Offers access to computing and the Internet to under-served populations

Low cost...even no-cost!

Features
Nine week curriculum, organized through “Makes”, provide instructors with Materials—an inventory of supplies, tools and technologies for each session, Activities—teaching and learning exercises, worksheets and projects, Knowledge—specific learning objectives, and Evaluations—outcomes in line with ITSE standards.

Guidance though practical recommendations for districts and administrators to find and access resources, i.e. computer hardware and software, working space, etc. Models and advice for engaging faculty, students, staff and districts. References and resources to address common concerns from IT staff, district administrators, faculty unions, etc. A growing community of practice which can offer advise and support.

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